WELCOME!

PLEASE TAKE A FEW MINUTES TO READ THE FOLLOWING BEFORE TURNING ON YOUR NEW "GHOST TOWN" GAME FOR THE FIRST TIME.

AFTER REMOVING THE GAME FROM ITS CARTON, PLEASE MAKE SURE THE UNIT IS NOT DAMAGED. CAREFULLY LOOK OVER THE MACHINE. THEN UNPACK THE RIFLE AND ASSEMBLE IT TO THE CASTING. PLACE THE RIFLE STOCK OVER THE CASTING AND TAKE THE SHORTER CAP SCREW AND SCREW IT THROUGH THE WOOD STOCK INTO THE CASTING IN THE REAR. TIGHTEN FIRMLY WITH A 1/4" ALLEN WRENCH.

PLACE THE BARREL OVER THE TOP OF THE STOCK AND THREAD THE REMAINING CAP SCREW THROUGH THE FRONT OF THE CASTING AND THROUGH THE WOOD STOCK INTO THE BARREL. TIGHTEN FIRMLY WITH A 1/4" ALLEN WRENCH.

SECURE THE CHAINED BOLT TO THE WOODEN TOP PIECE AND TIGHTEN NUT WITH A WRENCH.

PLUG THE POWER CORD INTO AN AC OUTLET AND TURN THE POWER SWITCH ON. THE UNIT WILL PERFORM A QUICK SELF-CHECK AND SAY "GHOST TOWN." THE FLUORESCENT BLACK LIGHT WILL COME ON. THE HEADER LIGHT WILL COME ON AND THE 6-DIGIT DISPLAY WILL GO INTO ITS ATTRACT SEQUENCE.

CHECK THE "GAME ADJUSTMENT" SECTION TO BE SURE THE DIP SWITCHES ARE SET PROPERLY. LOAD THE GAME WITH TICKETS, IF SET UP FOR TICKETS.

GHOST TOWN ERROR CODES

01 = COIN SWITCH SHORTED	(POWER UP TEST)
02 = PAYOUT SWITCH SHORTED	(POWER UP TEST)
03 = NOT USED	
04 = NOT USED	
05 = PAYOUT SWITCH TIME OUT	
06 = NOT USED	
07 = NOT USED	
08 = SOFTWARE	(RAM ERROR)
09 = SOFTWARE ERROR	